

# GUITAR HERO<sup>TM</sup> ENCORE ROCKS THE 80s



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## WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- disorientation
- altered vision
- seizures
- eye or muscle twitches
- any involuntary movement or convulsion
- loss of awareness

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

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Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# CONTENTS

02 GETTING  
STARTED

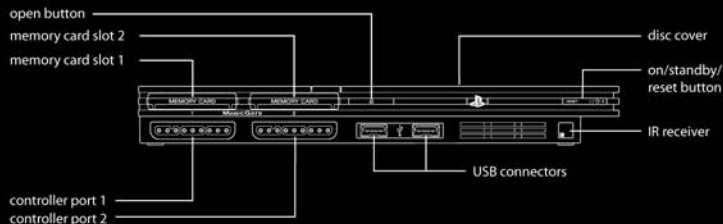
03 STARTING UP

04 USING THE  
GUITAR CONTROLLER

05 MAIN MENU

07 HOW TO ROCK

# GETTING STARTED



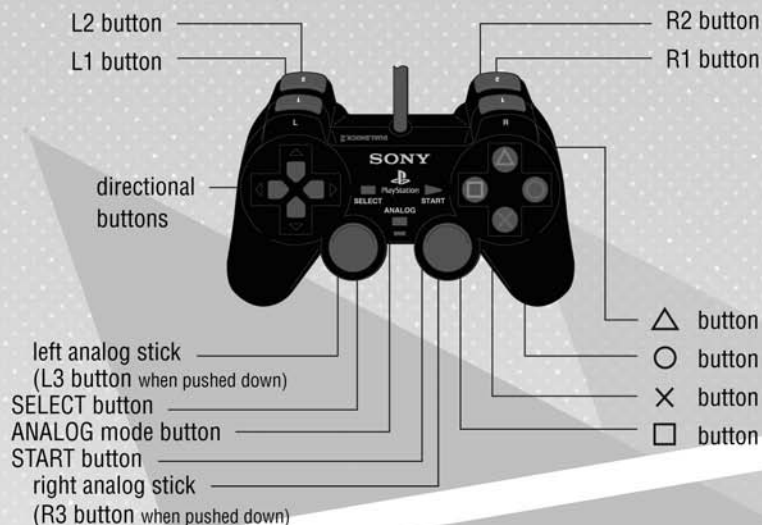
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Insert the Guitar Hero™ Encore: Rocks the 80s disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

## Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



**Directional Buttons**  
left analog stick

**Press Up to activate Star Power**  
**Move it up to activate the Whammy Bar**

R1  
R2  
L1  
L2  
X  
△  
START  
SELECT

Yellow Note  
Blue Note  
Red Note  
Green Note  
Orange Note/ Confirm  
Cancel  
Confirm / Pause  
Pause / Cancel



# USING THE GUITAR CONTROLLER



START BUTTON	CONFIRM / PAUSE
SELECT BUTTON	ACTIVATES STAR POWER
GREEN FRET BUTTON	ACTIVATES THE GREEN NOTE / CONFIRM
RED FRET BUTTON	ACTIVATES THE RED NOTE / CANCEL
YELLOW FRET BUTTON	ACTIVATES THE YELLOW NOTE
BLUE FRET BUTTON	ACTIVATES THE BLUE NOTE
ORANGE FRET BUTTON	ACTIVATES THE ORANGE NOTE
STRUM BAR:	Press the Strum Bar UP or DOWN to activate the Fret Button(s) you have pressed. To navigate in menus press the Strum Bar UP or DOWN.
WHAMMY BAR:	Press in towards the guitar on Long Notes to alter the sound of the song.
TILT SENSOR:	Tilt the Guitar Hero Controller up to activate Star Power.

# MAIN MENU



## CAREER

Live the life of a true rock star! In Career mode, you can unlock all kinds of rad songs and venues. You can even buy a ton of radical stuff in the store!

### Character Select Screen

Pick your axe-wielding hero from this screen! Each rocker has a unique set of moves.

### Guitar and Guitar Finish Select Screens

Which guitar are you going to use to shred up the stage? Purchase different guitars and guitar finishes in the store.

### Career Status Screen

From this screen you can see your overall career status, change your character, change your guitar, or buy gear.

### Store

Time to spend that cash! Inside the store you'll find all kinds of cool things to blow your money on.

## QUICK PLAY

Jump right in and start shredding! In Quick Play you're free to play any song you've currently earned or unlocked.

## MULTIPLAYER

Throw away those friendship bracelets it's time to shred!

**Face-Off:** Two players compete against each other while alternating play on the same note chart. Each player can adjust the difficulty to fit their skill level.

**Cooperative:** Two players work together to make it through a song and get the highest score possible! In this mode one player plays the lead guitar and the other player either plays the

rhythm guitar or bass guitar. Each player can adjust the difficulty to fit their skill level.

If you want to succeed in cooperative mode you really need to work as a team. You share a rock meter with your co-player, and to activate star power you'll both need to tilt your Guitar Hero Controller at the same time. Unlike the other multiplayer modes, in this mode you can fail a song!

**Pro Face-Off:** This is the ultimate duel for guitar champions. Two players battle it out playing the same note chart at the same time on the same difficulty level. Finish the Medium, Hard, or Expert Career levels to unlock this mode.

## TRAINING

Kick out the jams like you mean it. Guitar Hero Encore: Rocks the 80s offers two forms of training:

**Tutorials:** These interactive tutorials teach you everything you need to know about Guitar Hero Encore: Rocks the 80s and are highly recommended for both beginners and experienced players.

**Practice:** You can take any song in the game that you've currently played and can practice any part of it. You can choose to play the song at the normal setting, or you can slow the song down to really help you out.

## OPTIONS MENU

Tune your settings here. You can access many of these options from the in-game pause menu as well as from the main screen.

**Audio Settings:** Change the volume of the band (background music in game), guitar (the part you're playing in game) and sound FX (crowd volume, background noises) in the game. You can also turn Stereo Sound on and off.

### Video Settings:

**Lefty Flip (Player 1 and Player 2):** Flips the note locations around on the screen for players that like to hold the controller in their left hand.

**Widescreen Display:** Adjusts the picture to fit widescreen televisions.

**Progressive Scan:** If your television supports progressive scan (and you have the correct component cables), you can turn progressive mode on using this option.

**Calibrate Lag:** Some televisions have an audio visual lag that can make it difficult to play the game. Use this screen to calibrate your television's lag.

**Manage Bands:** Delete or rename the bands you've created.

**Data Settings:** Save your game progress, load a game from the memory card, or turn auto save on or off.

**Bonus Videos:** Watch the bonus videos you've purchased in the Store.

**Credits:** Check out all the totally awesome people who helped make this game!

# HOW TO ROCK



## NAMING YOUR PROFILE

Just because you've got big hair and tight pants doesn't mean you're ready to rock; you need the perfect band name! This band name will serve as the name of your Guitar Hero Encore: Rocks the 80s Profile. You can edit this name later in "Manage Band" located in the Options Menu.

## GAMEPLAY

Guitar Hero Encore: Rocks the 80s gameplay consists of pressing the Fret Buttons and strumming on the Strum Bar UP or DOWN in sync to the notes that are scrolling toward you on screen.

### Basic Notes

1. Hold the Fret Button that corresponds to the note on the screen.
2. Strum on the Strum Bar UP or DOWN to play the note.  
(note: If you see a string of the same notes you don't have to release the corresponding Fret button for each note, you can keep it held down.)

### Long Notes (otherwise known as Sustains)

1. Hold the Fret Button down
2. Strum
3. Keep the Fret Button down until the whole note has played.

### Chords

Chords are two or more notes played at the same time. These can come in the form of Basic Notes and Long Notes.

## THE WHAMMY BAR

Press the Whammy Bar in and out on Long Notes to add your own style to each song. You'll

notice that when you are playing Long Notes, the sound of the note will actually change and bend to reflect how much you're pressing on the Whammy Bar.

## THE ROCK METER

The Rock Meter is the ultimate gauge for how much you're rocking in the game. This meter has four settings.

**Green:** There is no stopping you! You're hitting just about every note thrown at you.

**Yellow:** You're putting on an 'ok' show. The crowd likes your moves... but they're not scrambling to make a bootleg of your performance.

**Red:** At this rate you'll be lucky if you can get anyone to help you load your gear into the van after the show.

**Flashing Red:** You're moments away from failing the song unless you get your act together. Keep this up and you'll be booted off stage and escorted from the venue.

## THE SCORE METER

Every note you hit scores you points. If you can nail a series of notes perfectly then you'll receive a handy 'Score Multiplier' which is 2-4X the value of each note you hit. Mess up and your score multiplier vanishes.

## THE STAR POWER METER

Nothing blows an audience away like Star Power. Fill this meter up and you can unleash all the glory of Star Power and achieve scores you never thought possible. Star Power automatically doubles any score multiplier you currently have.  
(The Star Power Meter needs to be at least half-full for Star Power to be available to use it.)

## DIFFICULTY SETTINGS

The first thing every budding rock star has to decide is what difficulty they'd like to play the game.

**Easy:** The perfect setting for beginner players. Note: Easy Difficulty does not give you access to the store.

**Medium:** This difficulty setting brings notes a little faster and utilizes all the fret buttons but orange.

**Hard:** All five fret buttons are used, and some advanced skills are needed if you expect to rule in this difficulty setting.

**Expert:** This insane difficulty will have you frantically using all five fret buttons and pulling off lots of different chords.



## SONG RESULTS SCREEN

The whole music industry reads 'The Daily Dose' newspaper... from this screen you can check out your latest performance!

**Grade:** The scale goes from up to 5 Stars, with 5 being the best. Higher grade scores earn you more cash to spend in the store in Career mode.

**Score:** This is the overall score you received on your song.

**Note Streak:** Find out how long you went without making a mistake and missing a note.

**Notes Hit:** This tells you the percentage of notes you hit in the song.

## HOW DO I GET STAR POWER?

Gain Star Power by nailing a series of star-shaped notes that glow. You have to nail the entire group, otherwise you're out of luck. You can gain even MORE Star Power by using the Whammy Bar on long Star Power notes. Press the Whammy Bar a bunch to get the most of those long Star Power Notes.

Once your Star Power Meter is at least half-full it'll flash and that means you're ready to tilt your Guitar Hero Controller! To tilt, hold the Guitar Hero Controller straight up! Once Star Power is activated you can lower your Guitar Hero Controller back down and continue jamming. Star Power will stay activated until the Star Power meter runs out.

(In no position to tilt the controller up? You can activate Star Power by pressing the SELECT button.)

# CREDITS

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Developed by Harmonix Music Systems, Inc.  
Protected by US patent number 6,429,863

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**"Ballroom Blitz"**

Made famous by Krokus

Written by Mike Chapman, Nicky Chinn  
Published by BMG Songs, Inc. (ASCAP)

**"Balls To The Wall"**

Made famous by Accept

Written by Peter Baltes, Udo Dirkschneider, Wolf Hoffman, Stefan Kaufmann, Schmidt, Gabriele Hauke  
Published by Schacht Music, Inc. (ASCAP)

**"(Bang Your Head) Metal Health"**

Made famous by Quiet Riot

Written by Eric Cavazo, Mark Dubrow, Frankie Banali, Tony Cavazo  
Published By: Embassy Music Corp. (BMI)

**"Bathroom Wall"**

Made famous by Flock of Seagulls

Written by Taime Downe, Greg Steele  
Published by Gypsy Fetish Music (ASCAP)

**"Because, It's Midnight"**

Performed by Limozene

Written by J. Christopher Arrison, Nick Niespodziani, Matt Son-nicksen, Larry Palaroncini, Mark Cobb and Peter Olson  
(Mike and Matt Chapman)  
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**"18 And Life"**

Made famous by Skid Row

Written by Rachel Bolan, Dave "The Snake" Sabo  
Published by New Jersey Underground Music, Inc. (ASCAP)

**"Caught In A Mosh"**

Made famous by Anthrax

Written by Dan Spitz, Joseph Bellardini, Frank Bello, Charlie Benante, Scott Ian.  
Published by NFP Music (ASCAP)  
Administered by Zomba Enterprises Inc. (ASCAP)

**"Electric Eye"**

Performed by Judas Priest

The Essential Judas Priest  
Written by Rob Halford, Kenneth Downing and Glenn Tipton  
Published by EMI APRIL MUSIC INC.  
Appearing courtesy of Columbia Records with arrangement by  
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**"Heat Of The Moment"**

Made famous by Asia

Written by John Wetton and Geoff Downes  
Published by Spirit Music and Warner/Chappell  
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**"Hold On Loosely"**

Made famous by .38 Special

Written by James Michael Peterik, Jeffrey S. Carlisi, and Don Barnes  
Published by BMG Songs, Inc. (ASCAP) and  
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**"Holy Diver"**

Made famous by Dio

Written by Ronnie James Dio  
Published by Niji Publishing

**"I Ran (So Far Away)"**

Performed by Flock Of Seagulls

Written by Frank Maudsley, Paul Reynolds, Mike Score, Ali Score.  
Published by Zomba Enterprises Inc. (ASCAP)  
Appearing courtesy of the Zomba Label Group with arrangement  
by SONY BMG MUSIC ENTERTAINMENT

**"I Wanna Rock"**

Performed by Twisted Sister

Written by Dee Snider  
Published by Zomba Melodies, Inc. (SESAC)

**"Lonely Is The Night"**

Made famous by Billy Squier

Written by Billy Squier  
Published by Spirit Two Music, Inc.  
(ASCAP) o/b/o Songs of the Knight (ASCAP)

**"Los Angeles"**

Made famous by X

Written by Exene Cervenka, John Doe  
Published by Music Publishing Company of America

**"No One Like You"**

Performed by Scorpions

Written by Klaus Meine, Rudolf Schenker  
Published by BMG Songs, Inc.

**"Nothin' But a Good Time"**

Performed by Poison

Written by Bobby Dall, C.C. DeVille, Bret Michaels, Rikki Rocket  
Published by Cyanide Publishing (BMI)  
Administered by Zomba Songs (BMI)

**"Only A Lad"**

Made famous by Oingo Boingo

Written by Danny Elfman  
Published by Cherry River Music Co. (BMI)  
Dimensional Songs Of The Knoll (BMI)  
Little Maestro Music (BMI)  
Administered by Cherry River Music Co. (BMI)  
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**"Play With Me"**

Made famous by Extreme

Written by Nuno Bettencourt; Gary F. Cherone  
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**"Police Truck"**

Made famous by Dead Kennedys

Written by Jello Biafra, East Bay Ray  
Published by Decay Music

**"Radar Love"**

Made famous by White Lion

Written by George Kooymans, Barry Hay  
Published by Sony/ATV Tunes LLC (ASCAP)  
o/b/o Snamyook / Sony/ATV Music Publishing Holland

**"Round And Round"**

Made famous by Ratt

Written by Robbin Crosby, Warren DeMartini, Stephen Pearcy  
Published by Ratt Music

**"Seventeen"**

Made famous by Winger

Written by Kip Winger, Reb Beach and Beau Hill  
Published by EMI VIRGIN MUSIC, INC. and EMI VIRGIN SONGS, INC.  
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**"Shakin'"**

Made famous by Eddie Money

Written by Eddie Money, Ralph Carter and Elizabeth Myers  
Published by Three Wise Boys (BMI) and Elizabeth Myers Music  
(ASCAP)

**"Synchronicity II"**

Made famous by The Police

Written by Sting  
Published by EMI BLACKWOOD MUSIC INC.  
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**"The Warrior"**

Performed by Scandal

Written by Nick Gilder, Holly Knight  
Published by U.S. Music and Media  
Appearing courtesy of Columbia Records with arrangement by  
SONY BMG MUSIC ENTERTAINMENT

**"Turning Japanese"**

Made famous by The Vapors

Written by David Fenton  
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**"We Got The Beat"**

Made famous by The Go-Go's

Written by Charlotte Caffey  
Published by BMG Songs, Inc. (ASCAP)

**"What I Like About You"**

Made famous by The Romantics

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**"Wrathchild"**

Made famous by Iron Maiden

Written by Steve Harris  
Published by Zomba Enterprises, Inc. (ASCAP)

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# USING THE CONTROLLER

## PLEASE READ BEFORE PLAYING

### Please Read the Following Before Using the Guitar Hero Controller.

**WARNING:** If you have heart, respiratory, or other physical impairments that limit your physical activity, DO NOT use the Guitar Hero Controller. If you have any doubts, consult with a physician before using the Guitar Hero Controller.

- The Guitar Hero Controller must be used with care to avoid injury. RedOctane will not be liable from injuries resulting from improper use of the Guitar Hero Controller.
- The Guitar Hero Controller is for indoor use only and should be kept away from open flames or other heat sources.
- Do not leave the Guitar Hero Controller in a dusty or humid place.
- Small children should be monitored at all times when using the Guitar Hero Controller.
- The cord for the Guitar Hero Controller should be neatly stowed to avoid tripping anyone.
- Do not modify or disassemble the Guitar Hero Controller under any circumstances.
- When not in use, make sure the Guitar Hero Controller is removed from playing area and properly stored.
- Excessive use of the Whammy Bar can cause it to break.
- Never get the Guitar Hero Controller wet.
- Never stand on the Guitar Hero Controller.
- Use a dry cloth to clean the Guitar Hero Controller, never use chemicals to clean the product.

The Guitar Hero controller is designed specifically for the Guitar Hero game. It does not contain all of the functionality of the standard DUALSHOCK®2 Analog Controller. If you find that you are unable to navigate out of a screen, try unplugging the Guitar Controller and inserting a standard controller to navigate to the game.

THIS GAME IS COMPATIBLE ONLY WITH ACTIVISION'S OFFICIAL GUITAR HERO CONTROLLERS. ACTIVISION EXPRESSLY PROHIBITS THE USE OF THE GAME WITH ANY CONTROLLERS OTHER THAN ACTIVISION AUTHORIZED CONTROLLERS OR THE STANDARD GAME CONTROLLERS. ACTIVISION ALSO EXPRESSLY PROHIBITS THE USE OF THE ACTIVISION AUTHORIZED CONTROLLERS WITH ANY GAME OTHER THAN AN ACTIVISION AUTHORIZED GAME. NO OTHER LICENSE, EXPRESS OR IMPLIED, IS GRANTED.

### Credits

Developed by Harmonix

Published by Activision

For more information on this product, the credits, or its features, please visit [www.guitarherogame.com](http://www.guitarherogame.com)

### WARRANTY

RedOctane® warrants to the original purchaser of this RedOctane software that it shall be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, RedOctane will repair or replace the defective software or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

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